

SYSTEM AND METHOD OF CONVERTING EDGE RECORD BASED GRAPHICS TO POLYGON BASED GRAPHICS

ABSTRACT

A method for converting graphic object data that defines a graphic object, including converting the graphic object data from a path format to a second format, the path format including path elements that are each associated with a fill style and define one or more polygon shapes at least partially filled with the associated fill style, the path elements collectively defining the graphic object. The conversion includes (i) redefining the polygon shapes defined by the path elements as groups of triangles, and (ii) combining at least some of triangles in the groups of triangles into further polygon shapes that fall within predetermined complexity thresholds.